

Rules of the Game

Going Metric (Part Two)

By Skip Williams



Thrown and Projectile Weapon Ranges

You can convert ranges for weapons using exactly the same method used for speeds. The table below shows metric ranges for the thrown and projectile weapons included in the *Player's Handbook*:

Weapon Ranges

	English Range Increment	Metric Range Increment	Range Increment in Squares
Throwing Weapons[1]			
Axe, throwing	10 ft.	4 m	2
Bolas	10 ft.	4 m	2
Club	10 ft.	4 m	2
Dagger	10 ft.	4 m	2
Dart	20 ft.	8 m	4
Hammer, light	20 ft.	8 m	4
Javelin	30 ft.	12 m	6
Net	10 ft.	4 m	2
Sai	10 ft.	4 m	2
Shuriken	10 ft.	4 m	2
Shortspear	20 ft.	8 m	4
Spear	20 ft.	8 m	4
Trident	10 ft.	4 m	2
Projectile Weapons[2]			
Crossbow, hand	30 ft.	12 m	6
Crossbow, heavy[3]	120 ft.	48 m	24
Crossbow, light[4]	80 ft.	32 m	16
Longbow	100 ft.	40 m	20
Longbow, composite	110 ft.	44 m	22
Shortbow	60 ft.	24 m	12
Shortbow, composite	70 ft.	28 m	14

Sling

50 ft.

20 m

10

1. Throwing weapons have a maximum range of 5 range increments.
2. Projectile weapons have a maximum range of 10 range increments.
3. Includes the heavy repeating crossbow.
4. Includes the light repeating crossbow.

Spell Ranges

Spell ranges can be converted in the same manner as speeds and weapon ranges. Common ranges are shown in the table below.

Range	English	Metric	Squares
Personal	Caster	Caster	--
Touch	Subject touched	Subject touched	--
Close	25 ft. + 5 ft./caster level	10 m + 2 m/caster level	5 + 1/caster level
Medium	100 ft. + 10 ft./caster level	40 m + 4 m/caster level	20 + 2/caster level
Long	400 ft. + 40 ft./caster level	160 m + 16 m/caster level	80 + 8/caster level
0 feet	Subject touched[1]	Subject touched[1]	--
10 feet	10 feet	2 m	2
10 feet/level	10 feet/caster level	4 m/caster level	2/caster level
15 feet	5 feet	2 m	1
20 feet	20 feet	8 m	4
30 feet	30 feet	12 m	6
40 feet/level	40 feet/caster level	16 m/caster level	8/caster level
50 feet	50 feet	20 m	10
60 feet	60 feet	24 m	12
120 feet	120 feet	48 m	24
1 mile/level	1 mile/caster level	2.1 kilometers/caster level[2]	1,056[3]
5 miles	5 miles	10.5 kilometers[2]	5,280

Other ranges in feet

see note 4

1. Spells with a range of 0 feet generally involve placing some kind of sigil, glyph, or sign on something else. Such spells effectively have a range of touch but you cannot "hold the charge" as you can with a touch spell.
2. Range rounded down to the nearest 10th kilometer.
3. The exact number of squares these spells can reach seldom proves significant.

4. When a spell has a range in feet that is not listed here, simply divide the range in feet by 5 to get the number of squares it reaches. To determine the range in meters, multiply the range in squares by 2.

Spell Areas

Basic spell areas convert as shown in the table below.

Area*	English	Metric	Squares
<i>Bursts</i>			
	5-ft. radius	2-m radius	1-square radius
	10-ft. radius	4-m radius	2-square radius
	20-ft. radius	8-m radius	4-square radius
	40-ft. radius	16-m radius	8-square radius
	80-ft. radius	32-m radius	16-square radius
<i>Cones</i>			
	15 ft.	6 m	3
	30 ft.	12 m	6
	60 ft.	24 m	12
	Long-range	Varies	Varies
<i>Creatures</i>			
	All allies and foes within	All allies and foes within	All allies and foes within
	A 40-foot radius burst	A 16-m radius burst	An 8-square burst
	All allies within 50 ft.	All allies within 20 m	All allies within 10 squares
	All enemies within 50 ft.	All enemies within 20 m	All enemies within 10 squares
	Creatures no more than	Creatures no more than	Creatures no more than
	30 ft. apart	12 m apart	6 squares apart
	Creatures no more than	Creatures no more than	Creatures no more than
	60 ft. apart	24 m apart	12 squares apart
<i>Cylinders</i>			
	10-ft. radius	4-m radius	2-square radius
	20-ft. radius	8-m radius	4-square radius
<i>Emanations</i>			
	5-ft. radius	2-m radius	1-square radius
	10-ft. radius	4-m radius	2-square radius
	20-ft. radius	8-m radius	4-square radius
	40-ft. radius	16-m radius	8-square radius
	60-ft. radius	24-m radius	12-square radius

Lines

	5 ft. wide	2 m wide	1 square wide
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Spreads

	10-ft. radius	4-m radius	2-square radius
	20-ft. radius	8-m radius	4-square radius
	40-ft. radius	16-m radius	8-square radius
	80-ft. radius	32-m radius	16-square radius

Others

	5-ft. cube	2-m cube	1-square cube
	10-ft. cubes	4-m cubes	2-square cubes
	20-ft. cubes	8-m cubes	4-square cubes
	30-ft. cubes	12-m cubes	6-square cubes
	60-ft. cubes	24-m cubes	12-square cubes
	10-ft. square	4-m square	2-square square
	20-ft. square	8-m square	4-square square

*When a spell has an area measured in feet that is not listed here, simply divide the area's dimensions in feet by 5 to get the dimension in squares. To determine the dimension in meters, multiply the dimension in squares by 2.

Coming in Part Three of Going Metric

Next time Skip converts a character's height and weight, and he starts converting money and equipment.

About the Author

Skip Williams keeps busy with freelance projects for several different game companies and has been the Sage of ***Dragon Magazine*** since 1986. Skip is a co-designer of the **D&D** 3rd Edition game and the chief architect of the *Monster Manual*. When not devising swift and cruel deaths for player characters, Skip putters in his kitchen or garden (his borscht gets rave reviews).

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